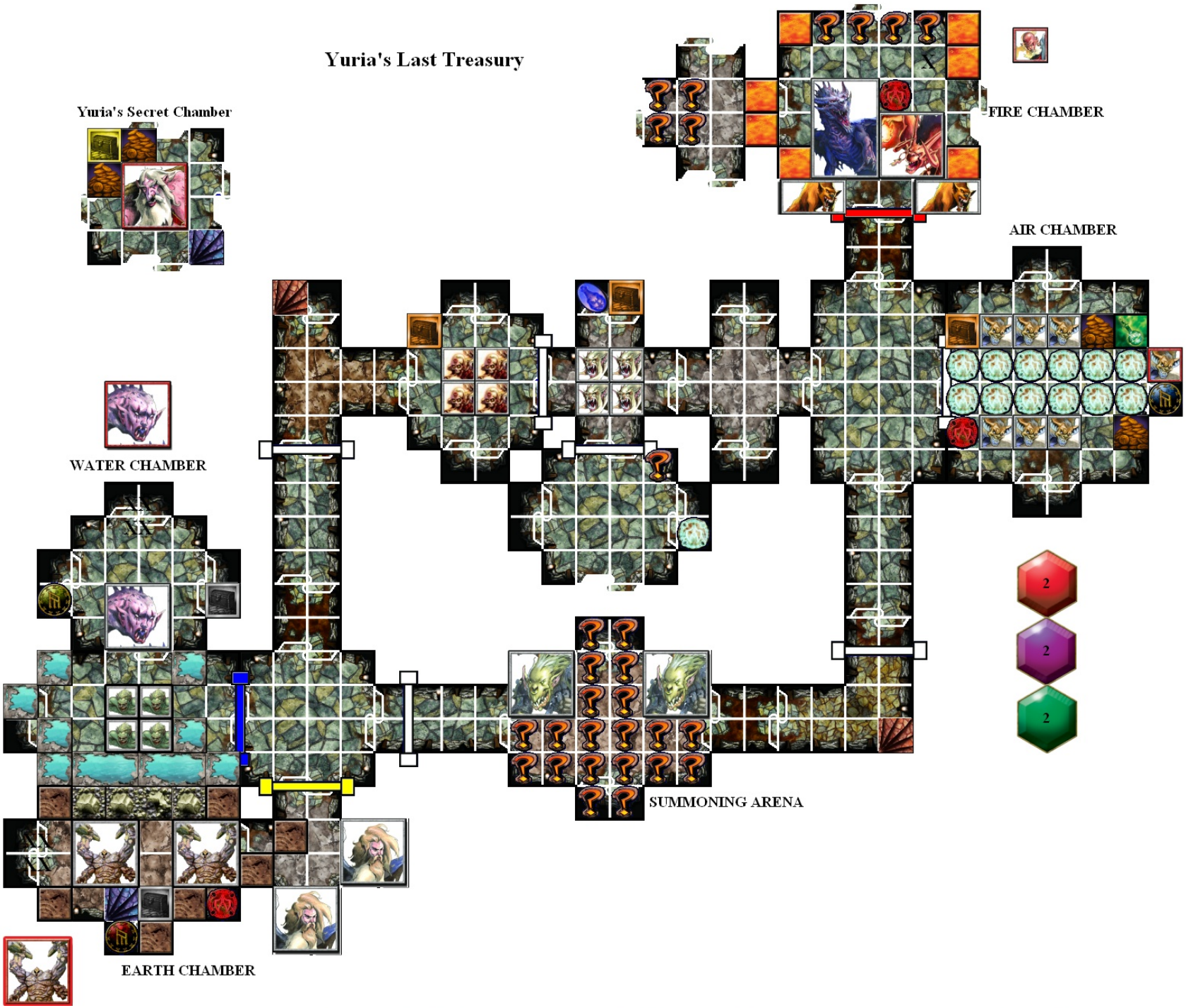
Yuria's Last Treasury



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Yuria's Last Treasury

By Elliot Smith

Scenario Background

In the Land of Aguyna, Four Heroesof theKing have been sent to find the ancient eye of Yuria.Yuria was once a powerful sorcerror who brought the elemental magic into the world. His eye was a magical sphere of four different colours, Brown, White, Blue and Red. It is said that the eye can be used to control the Elements. At a great cost of losing your soul.

The King's Heroes arrive at the great stone gate of Yuria to find some Glyphs written in blood splattered on the wall.

The secretsof Yuria's most guarded Treasury are still unknown.

Mission Goals

Retrieve the Eye of Yuria!

Important: Start with 5 Conquest Tokens.
Each Hero starts with 350 coins.

Start in the room with the active Glyph.

If a Hero should fall off the edge of the board he loses 5 health and goes back to Town.
In the Air Chamber the Active Glyphs are actually Fog tokens if you don't have altar of Despair use something else. In the Air Chamber you can only tread on air. You open chests and pick up items from adjacent squaresyou can tread on the Glyph.
The Master Razorwing is the Air Guardian and has two extra health and +1 damage.
When the Razorwing dies give a Hero an Air token. This is one of the Four sacred Keys.

In the Water Chamber placeout the Earth Chamber when the Water Chamber is opened.
No spawning is allowed in the Earth Chamber.
When all enemies in the Water Chamber are dead place the Master Naga on the four X squares.
The Naga is the Water Guardian he has Sorcery 5 and attacks with an additional Black Dice. When it is killedgive a Hero a water token this is One of the Four Sacred Keys.

In the Earth Chamber once all the Monsters are killed place the Master Golem in thefour X squares.
The Golem is the Earth Guardian and has the ability Mighty Blow, which is the same as knockback times 2. He also has five additional health.
Once the Golem is dead give the Heroes a mud token this is One of the Four sacred Keys.

In the Fre Chamber once all Monsters are dead place out the Master Sorcerror on the X. He is Yuria and he has Sorcery 7 and + 2 Armour and +2 Health.
Once Yuria is killed give the Heroes a Lava token this is One of the Four Sacred Keys.
The Lava is in the area is deadly if a Hero touches it he/she dies.
Once the keys are placed the lava vanishes.

The Summoning Area's door cannot be opened by Heroes. Once a monster goes out it closes again automatically. The monsters do not open the doors but when they get up to it, it opens for no movement. When mnstersare summoned place them on one of the ? marks. This is the only place monsters arealoud to be spawned. Apart from the Air, Water and Fire Chamber.

Chests
Copper: 1 treasure, 1 conquest token and 100 coins.
Silver: 1treasure, 2 conquest tokens and 200 coins.
Gold: 1 treasure, 3 conquest tokens and 300 coins.

Air Chamber

Razorwings fly in the chamber and a misty substance sweeps the floor. At the other end of the hall is a huge Razorwing. "Turn back human, this place is for Yuria, you will never find him or the eye."

Water Chamber

Past the blue runed door is rushing water with some Hummoniods and a Naga.
"The Master doessss not wissshh to bee disssturbed, turn baccck," the Naga speaks.

Earth Chamber

Two Manticores are hiding in the walls and to the right is a set of Golems.

Fire Chamber

Fire spurts up and four slots for the four sacred keys is to the north and to the west past the lava is the eye.

Yuria's secret Chamber

A beam of gold iscoming through from in between a Giant's leg. Yuria's Gold Chest is here.

Summoning Arena

Read the first time the Heroes try to enter. Thedoor is locked bolt shut but the noises of monsters comes from behind.

The ????'s

In the Summoning area don't place out the ?'s.

In the start area the ? says.
The runes are hard to read but you make out from it that four special keys open the entrance to the eye.

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The four ?'s to the north of the Fire Chamber are the places where the keys must be placed.
Once that happens the lava disappears.

The other four ?'s are Yuria's eye if a Hero treads on one the adventure ends and the Heroes win.

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